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- **Fantastic hi-tension skill challenge for one or two players**
- **Unique ATARI® Trak-Ball™ control**
- **Full color raster monitor, playfield changes color with each play level**
- **New fire button allows continuous fire while maneuvering Trak-Ball**
- **Special coin door and separate locking cashbox in Cabaret™ and cocktail models.**
- **Non-volatile memory retains top three scores if power is down**
- **2, 3, 4 or 5 operator-selectable game "lives"**
- **4 operator-adjustable bonus "life" score levels**
- **Cabaret game shipped with side panel graphic decals for more location versatility**

Centipede™ is a new idea, a new experience in game play that challenges skill and concentration. It's easy to learn, but the tension builds relentlessly as the game progresses. The player must destroy the centipede as it moves faster and faster through a colorful mushroom field, as well as protect himself from a deadly Flea and a ferocious Spider. A poisonous Scorpion furthers threatens the player and makes a good target as it sails across the playfield, poisoning mushrooms that it touches.

Centipede: The game that eats coins.

The excitement begins as soon as the player's gun is activated. The first centipede begins its treacherous path through the mushroom field. The Trak-Ball controlled "gun" can be positioned up or down, and side-to-side for maximum firing versatility. Players must destroy mushrooms to get a clean shot at the centipede and other targets. When the centipede runs into a mushroom, it turns and moves down another row. If the player hits one of the centipede segments, the centipede splits into two separate bodies and keeps coming. If the centipede, or any portion of it, reaches the bottom of the screen without being destroyed, it turns back and heads up the screen.

As soon as any non-poisoned centipede makes it through the mushroom field to the bottom of the screen, new centipede heads will enter. As the game progresses, these heads will appear more frequently. When an entire centipede is destroyed, the screen changes color and a new centipede starts at the top. The centipedes will alternately move fast or slow.

More monsters. More challenge.

To add increasing challenge, a spider moves across the screen in a random up and down pattern. The spider can destroy the player as well as any mushrooms it passes over. The spider crawls very quickly later in the game.

A flea drops down the screen, bombarding the player and leaving mushrooms in his wake. The flea appears if there are fewer than five mushrooms on the bottom of the screen. As the player's score increases, the flea appears more often.

A deadly scorpion "poisons" any mushrooms it touches. The centipede is also "poisoned" when it contacts a poisoned mushroom. As a result, it immediately turns and heads down to the bottom of the screen. The poisoned centipede can only be stopped before it reaches the bottom by shooting its head.

Special High Score Table with Non-Volatile Memory.

The eight best scores are displayed in the attract mode, along with the corresponding players' initials. New non-volatile memory retains the top three scores if power is off.

Operator Options

Bonus Levels
An extra "life" can be awarded at 10,000, 12,000, 15,000 or 20,000 points.

Game Time/"Lives"
Game can be set for 2, 3, 4 or 5 lives.

Two Game Minimum
Available option.

Coinage
256 coinage options, including:
1 coin = 1 play, 2 coins = 1 play

Specifications

Upright: Height: 71 in., 180.34 cm.; Width: 26.75 in., 67.95 cm.; Depth: 25.25 in., 64.14 cm.; Weight: 307 lbs., 139.3 kg. Monitor: 19" color raster.

Cabaret: Height: 60 in., 152.4 cm.; Width: 20.44 in., 51.91 cm.; Depth: 30.75 in., 78.1 cm.; Weight: 220 lbs., 99.79 kg. Monitor: 19" color raster.

Cocktail: Height: 26.5 in., 67.31 cm.; Width: 28.25 in., 71.75 cm.; Depth: 33.5 in., 85.09 cm.; Weight: 225 lbs., 102 kg. Monitor: 19" color raster (limited quantities of 13" color monitors available).

Centipede is excitement unlike anything you or your players have ever seen. To find out all the details talk to your Atari distributor. Or for referral, contact us at Atari, Inc., 1215 Borregas Ave., Sunnyvale, CA 94086 408-745-2500.

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